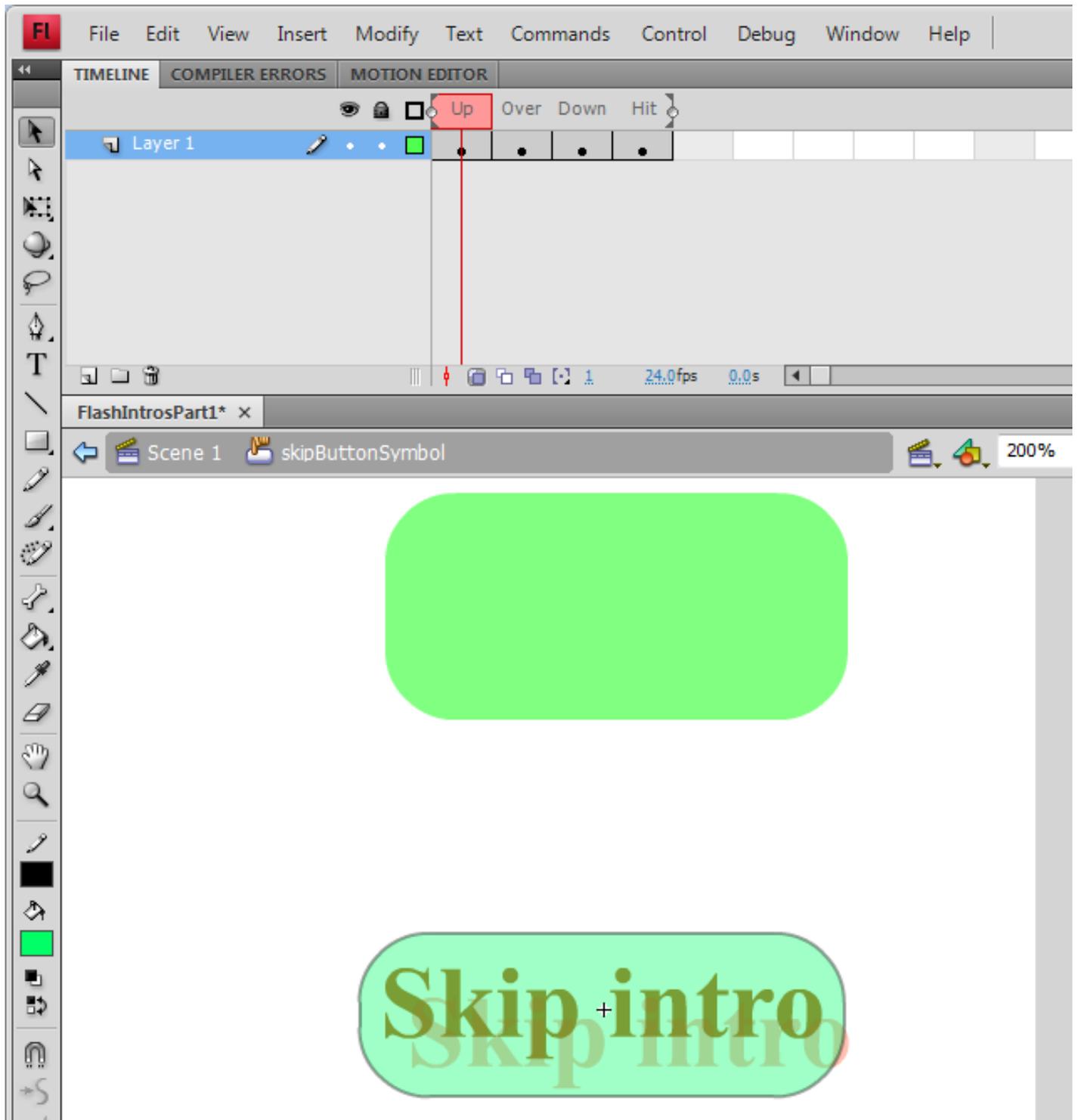


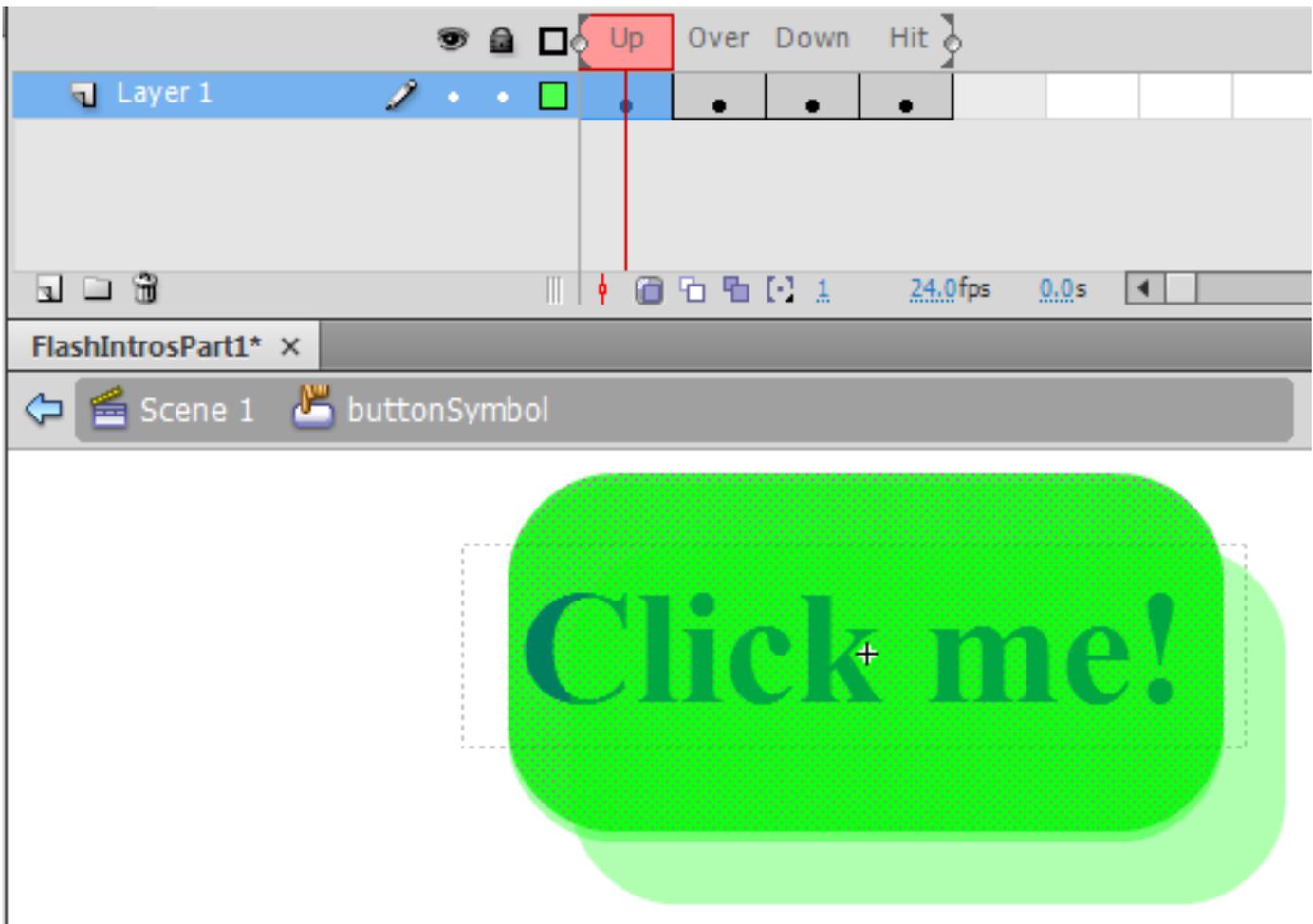
```
1 // Tuesday, September 28th, 2010 810:022 MASI class
2
3 gotoUNI_btn.addEventListener(MouseEvent.CLICK, gotoUNI);
4
5 var linkUNIPage:URLRequest = new URLRequest("http://www.uni.edu");
6
7 function gotoUNI(evt:MouseEvent):void
8 {
9     navigateToURL(linkUNIPage, "_self" );
10
11 }
12
```

/\*

1. How many states does a button have?
2. What are the names of those BUTTON states?  
Which button state is invisible?
3. What are the 3 types of symbols you can create in Flash?
4. Why do SYMBOLS in Flash sometimes have to be given names?  
Why do we call these names an "instance name" for the symbol?
5. Which button state typically is moved downward and rightward or towards Florida and Georgia and the east coast compared to the other states?
6. What are the two arguments that go inside of an addEventListener() method?
7. Where do those two arguments go (or part or parts of them) when you define the ACTION or the SCRIPT that is to happen when the user of your Flash application CLICKs on the button?
8. What is the difference between a METHOD and an EVENT?
9. What does the word void tell you about the above AS 3.0 function? (HINT: As compared to Excel VBA FUNCTIONS and SUBS).
10. What is the F8 function key a shortcut for in Flash?  
What is the F6 function key a shortcut for in Flash?  
Control-K and Control-L are shortcuts for what in Flash?
11. How can you BREAK APART some Text in Flash so that it is no longer a TEXT object, but is pixels and a SHAPE instead of letters and/or words? \*/

Here are the two buttons that we made in today's class. The ONION SKINS are showing for the skipButtonSymbol. It was just the Skip intro text in all FOUR states, until we discovered that the HIT state of the button needed to fill in the holes between and inside the letters of S k I p I n t r o.





For the Flash intros, we will add some Actionscript code to Frame #100 or so, wherever the INTRO ends and the Fade Out/Fade In of our graphics along with the Twirling text message has finished. Here is what that code might look like:

```
// This ActionScript 3.0 programming language code is in frame #100  
// of the actions layer of the Flash application. -----
```

```
var link2:URLRequest = new URLRequest("http://www.uni.edu");
```

```
stop();
```

```
navigateToURL(link2, "_self" );
```

is NO FUNCTION here. There is no BUTTON which is listening for the MouseEvent.CLICK events to occur. Why is that?

Notice that there

<http://www.cs.uni.edu/~jacobson/022/fla/actionScriptCh7.txt>

<http://www.uni.edu/jacobson/ch07/SnorgTeeShirts.html>

<http://www.cs.uni.edu/~jacobson/snorgTees/>

<http://www.cs.uni.edu/~jacobson/snorgTees/SnorgTees.html>